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AUTHOR	Grube, Karl W.
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ABSTRACT

This paper describes how to create a deck of 56 playing cards using historical or educational facts in place of the numbers on the playing cards. Card data also deal with various games and activities to address interest and learning styles. (EH)

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ED 402 225

Doctor Grube's Playing Cards
or
The Grube Method simulation game design for Create-A-Deck of Standard 56-Printer Playing Cards!

Ace of

♠ In 1994 *Karl W. Grube, Ph.D.*, authored and published *The Grube Method*, an optimum teaching and learning system for the acquisition and reinforcement of essential learned skills.

♥ In 1883 *Samuel Langhorne Clemens, aka Mark Twain*, authored and published the first trivial pursuit game entitled *The History Game* whereby players answered English Monarchy questions.

♣ In 1775 *Benjamin Franklin*, printed patriotic, revolutionary playing cards. George Washington appeared on the King, Martha Washington on the Queen, and the Jack was alternated among various patriots.

♦ In 1763 *Robert Sayers* printed *The Royal Geographical Amusement* designed for the children of wealthy merchants. This traveller-geography game taught useful information about European capitals to colonial families.

King of

♠ *Henry Ford*, President of the Dearborn Board of Education for 24 years, pioneered experiential learning theory or 'learn by doing' by establishing the Henry Ford Trade Schools as models patterned after Ford Motor Company industrial shops.

♥ *John Dewey* formulated his experiential learning theory based upon the elements of a child's play. Children learn most effectively by 'doing a task' or 'experiencing an activity'.

♣ *David Parlett* has two scholarly, companion works entitled *A History of Card Games and A Dictionary of Card Games*. Works focus on the origins, their development, and who plays them.

SO 026 175

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Karl W. Grube

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♦ *Joseph Petrus Wergin* author of playing card books for ordinary, grass roots players has written *Cribbage For Kids*, *Win At Cribbage*, and the *Cribbage Generation Is Here!*

Queen of

♠ *Margie Golick, Ph.D.*, in *Deal Me In!* says that "Games are not just frivolities ..... There are no better vehicles to train children to remember, to order, or to classify information".

♥ *Jan Barney Newman*, founder of Aristoplay, Inc. created *ARTDECK The Game of Modern Masters: Impressions to Surrealism*. This educational game is based upon four works from 13 modern masters of world art.

♣ *Kathleen Wowk* authored *Playing Cards of the World A Collector's Guide*. This pictorial history of playing cards presents 230 playing card illustrations and their early development.

♦ *Cathy Stein Greenblat* authored *Designing Games and Simulations An Illustrated Handbook*. Sixteen years of academic research and game design have generated this simulation game book.

Jack of

♠ *Peter Arnold* has edited a classic card work entitled *The Complete Book Of Card Games*. The games are arranged in groups to suit the number of players and include 140-two color diagrams.

♥ *Stephen Peek* is the author of *Game Plan The Inventor's Handbook*. This practical handbook for gameboard inventors is required reading for *The Grube Method School of Authors*.

♣ *Klutz Press* has published history's first understandable set of game directions in *The Klutz Book of Classic Games* and even includes playing boards and pieces for all 15 games.

♦ *Botermans, Burrett, van Delf, and van Spluntern* have authored the best color illustrated book on games entitled *The World of Games Their Origins and History, and How to Make Them*.

Ten of

♠ *HISTORY OF GAMES*: *The Grube Method* draws upon documented research to formulate its methodology for optimizing teaching and learning through the integration of experiential learning theory with the principles of simulation games.

♥ *HISTORICAL BOARD GAMES*: *The Grube Method* examines the historical writings and game design authors to acquire useful information pertinent to education, entertainment, and experience.

♣ *METHODOLOGY*: *The Grube Method* game players acquire useful information by designing and playing simulation games that integrate book knowledge, playing card skill, and gameboard finesse.

♦ *SIMULATION GAME LEARNED SKILLS*: *The Grube Method* champions the pedagogical axiom that students at any age level can acquire critical, learned skills by designing and playing a simulation game with an experiential component.

Nine of

♠ *WRITE-A-BOOK (Identify Useful Information)* *The Grube Method* requires the gathering and preparation of useful information which can be continuously built upon and updated to improve instructional content.

♥ *CREATE-A-DECK (Design Playing Cards)*
The Grube Method helps game enthusist arrange,classify,and record useful information on a standard deck of playing cards, thus reinforcing visual discrimination and visual memory.

♣ *DESIGN-A-GAMEBOARD (Create Artistic Work)* *The Grube Method* asserts that "good" design of an educational gameboard is the quintessence of the simulation game.

♦ *COLLECT-A-BIBLIOGRAPHY (Assemble Game Resources)* *The Grube Method* of bibliographic collection for a simulation game includes book annotations, newspaper articles, magazine reprints, 35 mm slides, computer image prints, and CD ROM discs.

Eight of

♠ LEARN-A-SET (Evaluate Game Principles) *The Grube Method* advances practical author-game principlesd important in the design and development of a simulatiuon game.

♥ *PEN-A-PAGE (Write Game Questions) The Grube Method* strives to develop factual information and concept questions that have validity and reliability of written, test measurement. Game questions can be standardized for testing purposes.

♣ *MASTER-A-THEORY (Apply Experiential Learning) The Grube Method* advocates that optimum learning of useful information can be achieved by on site experience. Henry and Clara Ford can be understood by touring the Henry Ford Estate: Fair Lane.

♦ *PLAY-A-GAME (Test and Refine) The Grube Method* stresses the importance of testing, refining, and evaluating the actual play of a simulation game. Owner buyer test groups are used to test and evaluate the simulation game.

Seven of

♠ *TEACH-A-GAME (Master the Methodology) The Grube Method* recommends repetitive seminar and workshop teaching of a simulation game by its authors to groups of potential, avid game inventors and players.

♥ *A Sense of Direction* - number and letter eye orientation 6's and 9's, p's and q's

♣ *Auditory Memory* - hearing and recalling Cribbage card play as 6♥, 4♠, 5♣

♦ *Color Discrimination* - to note color differences, as in kings, queens, and jacks

Six of

♠ *Computation* - ability to perform basic math functions as counting and addition in Cribbage

♥ *Concentration* - to think by focusing upon one point as discarding to a card crib

♣ *Competition* - the value of winning and the art of losing as in a bridge tournament

♦ *Comprehension* - the ability to understand factual information and concepts from readings

Five of

♠ *Cooperation* - the joint collaboration for winning as card playing partners in Euchre

♥ *Fast Verbal Skills* - ability to rapidly respond to another players move as in Cribbage

♣ *Intellectual Skills* - the process of learning to learn useful, factual and concept information

♦ *Motivation* - the art of providing individual incentive to accomplish a learning activity task

Four of

♠ *Motor Skills* - learning to shuffle, handle, and fan a deck of playing cards for finger-hand coordination

♥ *Number Concepts* - learning to discriminate numbers as 10♥ and 5♠ make a 15/2 cribbage count

♣ *Ordering* - the classification of information in logical arrangements allowing memorization

♦ *Probability* - the mathematical chance of playing card combinations occurring in a simulation game

Three of

♠ *Reasoning* - the ability to draw conclusions based upon valid, factual information

♥ *Rhythm* - orderly timing in physical movement as dealing playing cards in 2-handed, ten-card Gin Rummy

♣ *Social Skills* - the positive interaction of children of the same age as learning to play card games

♦ *Thinking* - to engage the mind in solving problems as deciding when to bluff in 5-card Stud Poker

Two of

♠ *Rote Memory* - the ability to recall information as in cribbage pegging play

♥ *Verbal Skills* - to acquire facility with the language as addressing game card opponents

♣ *Vocabulary* - an individual's mastery of useful language as four queens beat a full house in 9-card Baseball Poker

♦ *Visual Discrimination and Memory* - visual eye tracking of cards played thus forming a picture in one's mind for future recall

Joker: Kathryn's *Toledo Checkers* was created as an official "trivia" insert game for the *Grube Method Gameboard*. Steel nuts and bolts from Toledo Ohio are the game pieces.**(America's past Automotive Nut and Bolt Capital)**

Joker: *Lake Superior Cribbage: The Gem of Traveller Board Games* was originally designed as a motorhome promotional game. Karl W. Grube, Ph.D. and his daughter Kathryn Grube combined Cribbage with the 1,260 mile Lake Superior Circle Tour. **(Inspiration for Games By Grube)**

Ad Card: *Grube Method Workshop*: Attendees learn how to teach 24 learned skills; how to focus upon the "gestalt" of learning; and how to optimize student or corporate motivation.

Grube Method Workshops start from $10.00 per attendee for 3-hours of motivational, hands-on instruction.
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Ad Card: Direct Sales By Grube Game Players: *Grube Method* simulation games and related educational products are sold "direct to customers" by Grube Game Players. Our player-agents earn commissions while contributing to a families' learning and enjoyment!

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